Students: In Their Own Voices One Year Later

A presentation to the Michigan State Board of Education January 13, 2015







Setting the Context:

New education initiatives, no matter how well executed, cannot be successful if they are not embraced by stakeholders; the most important of whom are students, who can accept or reject school and learning.



Shared data that showed students know their disengagement is a problem and it can be traced to four main causes:



All in the context of this being the most empowered generation ever





- Cede control to adults
- Accept top-down rules
- Follow schedules
- Little input on technology use
- Accept one-size-fits-all
- Detach from social circles
- Forego personal interests

Our Goals:



Since We Last Met:

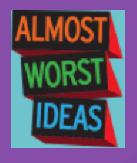
Determined a need for something bold to grab the hearts and minds of kids and change the way they feel about school



Created an umbrella initiative called the "Michigan Student Inspiration Project"



Started working with global advertising leader Leo Burnett



Concept for first program informed by and tested with Michigan kids

We engaged Leo Burnett to develop a new solution, from a different perspective.

"At Leo Burnett, we are experts on Brand Purpose.

It's our agency philosophy. We call it HumanKind.

HumanKind is Leo Burnett's approach to express a brand's Human Purpose.

It is a understanding of why the brand exists, for whom, and how it will enrich lives.

Purpose shifts the conversation from what a product does to what a brand means."

HumanKind



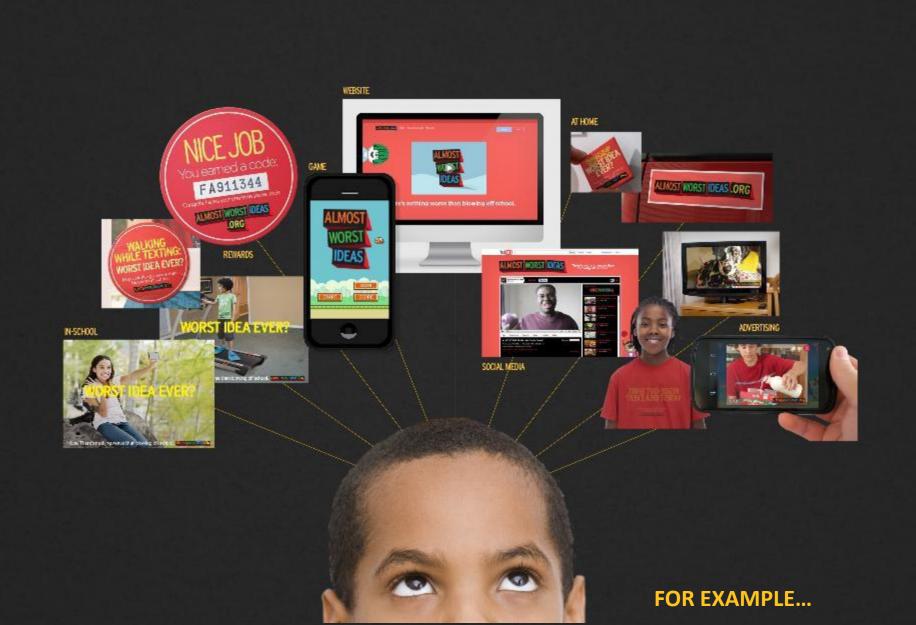




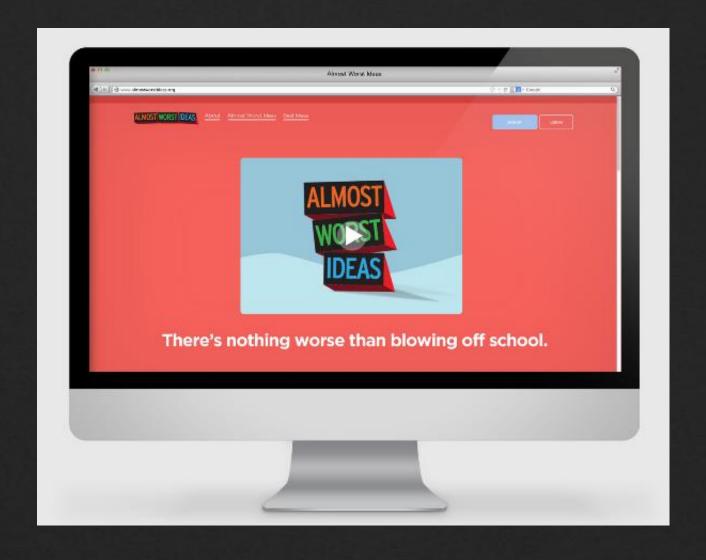
After two potential concepts were developed, we talked to nearly 80 students in grades 4-8 living in nine southeastern Michigan school districts.

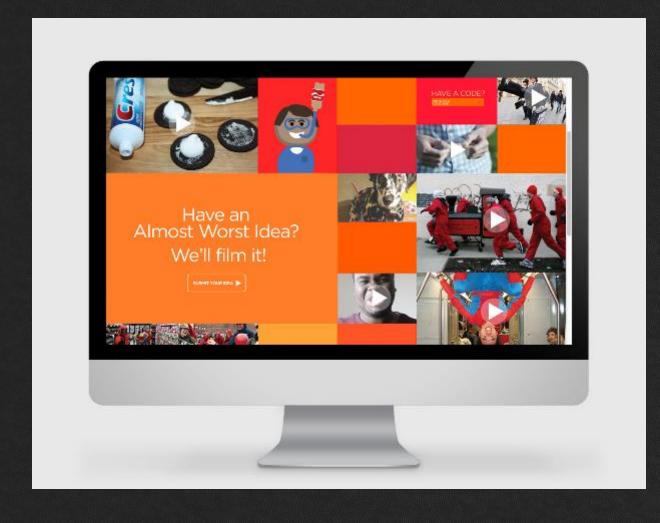
Taking cues from the kids, rejecting, blending and enhancing different aspects of the two concepts, here's what we came up with....

ALMOST WORST IDEAS

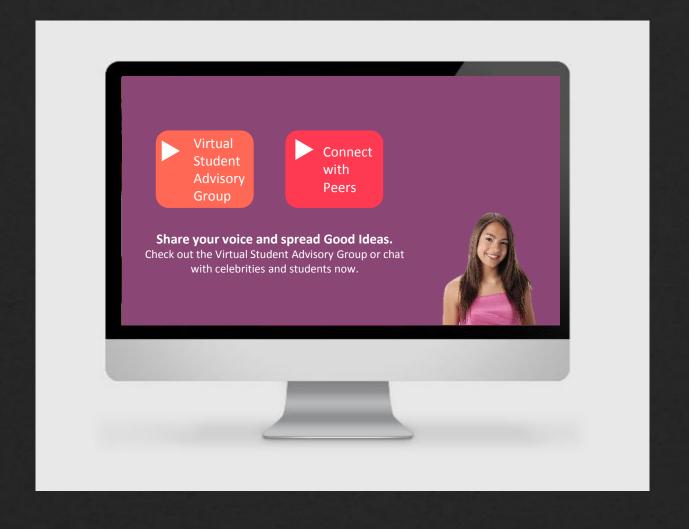


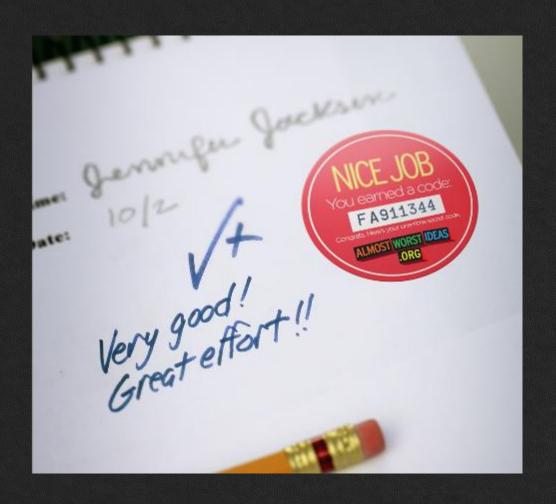












What do we ultimately want to happen?



Get their attention and disrupt the way kids think about school and learning



Help kids accommodate peer pressure by celebrating learning and achievement



Help kids authentically discover that they are not alone in their desire to learn.



Give kids a say in what and how they learn



The End Goal:

Give kids agency in their own education.

 When kids are empowered, they will engage.

And when kids engage, they learn.



Who are the students we need to reach first?

- 10-14 year olds
- Urban AND Rural socioeconomically disadvantaged
- The largest educational disconnect - both academically and socially
- They are all tech connected, with access to video games, laptops, smart phones, etc.



How do we know the campaign will grab their attention, inspire their imagination, serve as a call to action?



They told us so!



We know most will "get it"

"Almost Worst Ideas" is meant to...

29%

keep kids safe by showing them examples of unsafe things kids should not do



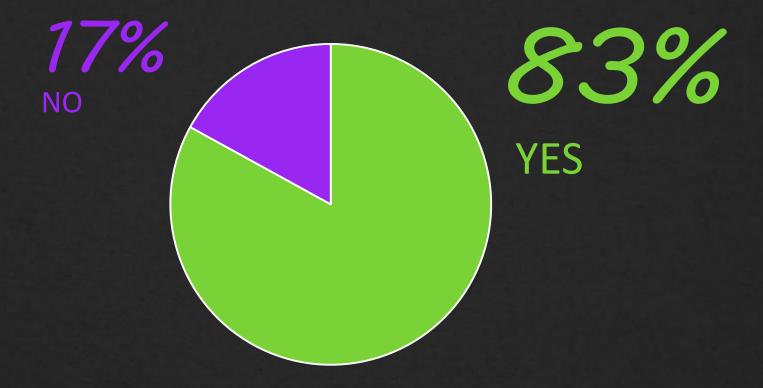
71%

keep kids from blowing off school by showing them that even stupid, bad ideas are not as bad as blowing off school

Results are among 220 MI 4th-8th graders who participated in the September, 2014 survey. Kids in the target age range were re-contacted to complete a 7 minute concept evaluation survey.

We know they think the message is valuable

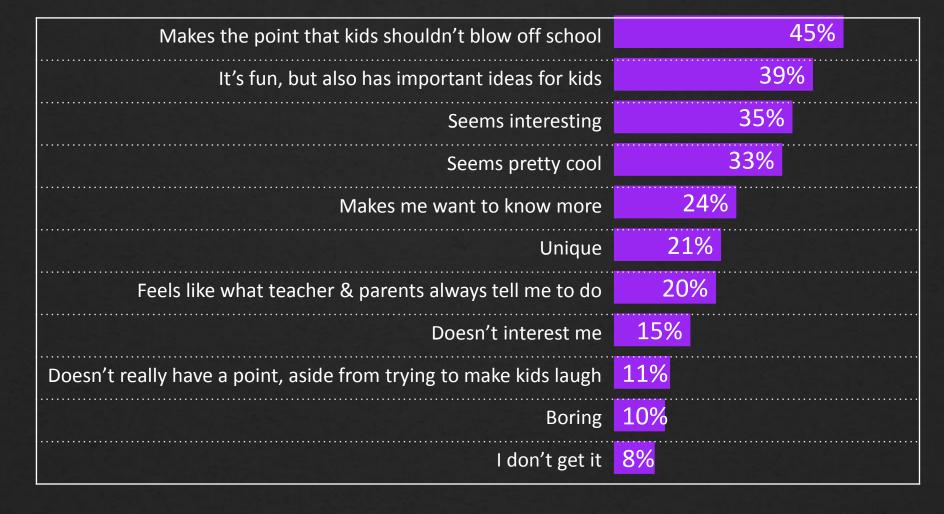
Should kids pay attention to the "Almost Worst Ideas" concept?



Results are among 220 MI 4th-8th graders who participated in the September, 2014 survey. Kids in the target age range were re-contacted to complete a 7 minute concept evaluation survey.

Positive reactions

Words or Phrases That Describe Kids' Feeling on Concept



Number of Stars Kids Give to the Almost Worst Ideas Concept:



In Their Own Words:

"It has a great message with humor" - 7th grade girl, Redford

"I'd like to come up with a funny worse idea!"

Parent of a 5th grade girl, Battle
 Creek

"Because they can share ideas no one else may think of" – 6th grade boy, Cadedonia

"I think this is a great idea for kids my son age and older most kids think it's cool to skip school"

"I think kids should take more interest in school and try to do better. Most kids at my school don't care about school, and this might be funny enough to make them care a little bit"

- 7th grade girl, Warren

"I think that the game will really get the attention of kids, at least my kids. He really likes the silly human tricks things online and on TV so that may get the attention of kids his age" – Parent of a 6th grade boy, Kalamazoo



Kids are the Authentic Voice of their Peers





NEXT STEPS



Oakland

210 elementary schools/76 middle and junior high schools 135,738 students

Wayne

386 elementary schools/130 middle and junior high schools

226,215 students

Macomb

144 elementary schools/53 middle and junior high schools 93,840 students

Year 1 Launch

- Create website, cast vignettes, develop game app
- In-School: posters, clings, reward stickers – rolled out to select, opt-in, schools first, spreading to full districts, as requested
- At-home: bumper stickers, magnets, lunch notes, t-shirts
- Stakeholder Outreach: Conferences, webinars and communication to education and parent associations
 - Michigan Education Alliance consulted and included at key stages of this work

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Years 2 and Beyond

- Continue all year 1 activities, keeping content fresh and engaging
- Spread to all markets/elementary and middle schools in Michigan
- Support and sponsor "student voice" forums to reshape and promote the voices of students in all school improvement and achievement initiatives

Measuring Success: Digital Metrics

- # of visitors to website
- # of app downloads
- App usage
- Video views on YouTube
- Use of codes on website
- Online participation in chats, idea submission, etc.



Measuring Success: State Metrics*

Track already-established state survey questions among students including things like:

- % of students report courses slightly or very dull
- % seldom enjoy being at school
- % think learning in school slightly or not all all important for later life
- % never or seldom try to do their best work at school



Track established state metrics used in state Scorecards, including attendance rates, graduation rates and growth proficients

Measuring Success: Additional Survey Metrics*

Through custom MI panel surveys measure student and parent:

- Campaign awareness
- Campaign recall
- Campaign likeability

Track existing survey measures:

- Fewer students saying lack of motivation is a reason kids aren't doing well in school
- More students saying they are motivated to learn, are interested in learning what is being taught, and they give school their best effort
- Fewer students saying that it's ok to say they're not good in a subject because some kids just aren't good in certain subjects



^{*} Note: As with any program accountability metrics, direct cause and effect cannot be established nor can the impact of any one program be isolated from other initiatives and changes.

COMING UP:

- 1. Press release and Student Inspiration Project website launch
- 2. Present to other interest parties
- 3. Present to individual businesses and foundations
- 4. Determine implications for current programs



